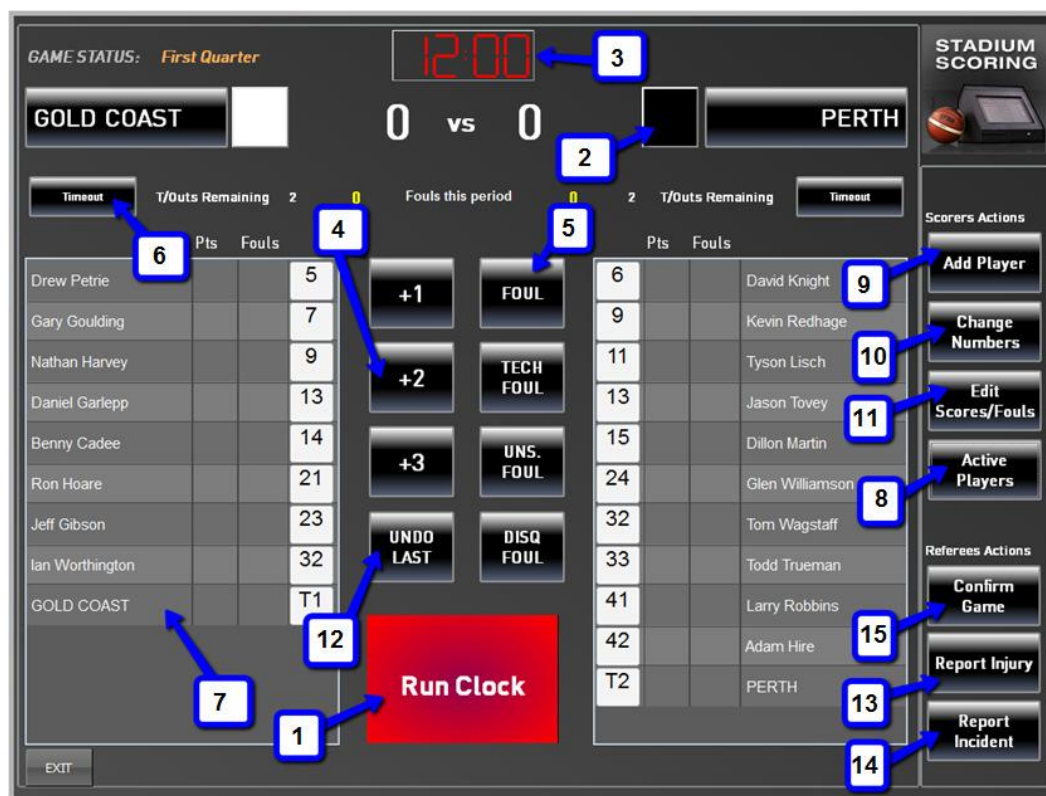


# Stadium Scoring Actions Guide

1. Turn on console
2. Click on 'STADIUM SCORING' shortcut
3. Enter 'RUN DOWNLOADED GAMES'
4. Start game and continue to run following instructions below.



1. **Start Game/ Run Clock:** Used to mark the start of game as well as to start and stop the clock
2. **Change Team Colour:** Change team uniform colour
3. **Edit Game Clock:** If the clock is stopped time can be edited by double clicking
4. **+1, +2, +3:** Used for free throw makes, 2pts, 3pts
5. **Foul:** Allocating fouls; Technical fouls appear in brackets next to total fouls
6. **Timeout:** Keeps track of remaining timeouts. When clicked a timeout deducted from the total
7. **Team Stats Allocation:** Used for allocating bench technical fouls and points left unallocated
8. **Active Players:** Used to select team members playing in the current game
9. **Add Players:** Add a player not yet allocated to the team
10. **Change Numbers:** If a player is wearing a different number to normal it can be changed here
11. **Edit Scores/Fouls:** Used when actions are incorrect allocated if more than one action ago
12. **Undo Last:** Undoes the LAST action. (If more than one action back use edit scores/fouls)
13. **Report Injury: (REFEREE ONLY)** For reporting injured players and assistance given
14. **Report Incident: (REFEREE ONLY)** For reporting players for tribunal offences
15. **Confirm Game: (REFEREE ONLY)** To confirm the final score is correct